

FUNDAMENTALS SEMINAR

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S2001 Courses



S2001 Courses

- In depth instruction
- Introductory and refresher topics
- Cutting edge technologies which combine computer graphics with other aspects of computing

S2001 Art Gallery: N-Space



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- Installations
- Animations and Videos
- Sculptures
- 2D and 3D Wall Hung Images

S2001 Art Gallery: N-Space

- Art Discussions
- Web Sites
- Interactive Programs

S2001 Emerging Technologies



S2001 Emerging Technologies

- How will you play today?
- Technologies that enable us to play
 - Robotics and Display Systems
 - Design and Interactivity
 - Prototypes and Innovative Applications
 - New Technologies
 - Adventurous Speculation

S2001 Papers



S2001 Papers

- Latest advances
 - Computer Graphics
 - Computer Animation
 - Computer Games
 - Graphics Hardware
 - Imaging
 - Haptics

S2001 Panels

- Divergent view points that define computer graphics
- Activists and Theorists which shape the industry today and for the future

S2001 Education Program



S2001 Education Program

- Rethinking what “education”
- Researchers, Practitioners, and Educators
- Exchange ideas on innovative and creative uses of computer graphics in teaching

S2001 Sketches and Applications



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- Short, informal presentations
 - Advanced Research
 - Artistic Adventures
 - Next Year's Technologies
 - Production Breakthroughs
 - Non-idle Speculation

S2001 Creative Applications Lab



S2001 Creative Applications Lab

- Enhance skills and insights
- Informal follow-up sessions with presenters
- Invited hands-on talks
- Hands-on courses and education opportunities

S2001 Computer Animation Festival 2001: A Digital Odyssey



S2001 Computer Animation Festival 2001: A Digital Odyssey

- World's most prestigious film and video extravaganza
- Showcasing dazzling and innovative imagery
- Presentations are in a multiplex format in three Animation Theaters on site and at the Shrine

S2001 SIGGRAPH TV



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- Insightful HDTV summaries of SIGGRAPH 2001 delivered to high-resolution monitors throughout the LA Convention Center

S2001 Online Technologies



S2001 Online Technologies

- Supplying streaming media of selected courses, papers, and panels

S2001 The Studio



S2001 The Studio

- Collaborate with advanced digital systems
- Generate 2D and 3D creations

S2001 Pathfinders



S2001 Pathfinders

- Personal guidance in navigating through the Conference
- Need information, consultation, or recommendations with experienced mentors
- We are here to help you make the most of your SIGGRAPH week

S2001 Student Volunteers



S2001 Student Volunteers

- Provide help in each venue
- Great educational experience for college-aged students
- Networking tool

S2001 International Resources



S2001 International Resources

- Multi-lingual guidance
- Translation services